

Skinny Bob's 9 Ball League Rules

Revised Draft — September 2026

Welcome

Welcome to the BCAPL/ACS at Skinny Bob's! We're really excited you've made the decision to join us this season and hope to meet your expectations! If you have any questions, comments, or concerns, please email skinnybobs.bca@gmail.com and our league director will reply at their earliest convenience.

Etiquette

Our primary interest in this league is to build a format that is competitive and rewards success, but above that will always be sportsmanship. In this league, you are expected to call your own fouls, be respectful to other league members at all times, and keep matches running fluidly.

Game Rules

- Standard BCAPL 9-ball.
- You may lag or flip for the break.
- **Opponent racks.** The non-breaking player will rack the balls using a template. The breaker may inspect and tighten the rack before breaking but may not change the position or order of any balls in the rack.
- Alternating breaks.
- Any foul or miscue on the break results in loss of break; break order is otherwise maintained.
- Cue-ball fouls only. It is not a foul to move one stationary ball that does not impact the outcome of the shot.

Exceptions

- The game does not begin until a legal break is performed.
- You are allowed to practice so long as you're not in a match.

Prizes

- Cash payouts with the intent to fund the first-place winner to the BCAPL World Championships.

Rosters

Teams may roster a maximum of **eight (8) players per season**. This limit applies to the total number of players rostered at any point during the season, including players who are added, removed, or replaced. Exceptions may be granted by league management in extraordinary circumstances.

Players may only switch rosters if they have not yet played a match during the season.

Team Captain

Each team should designate a captain. Please notify the league operator of your choice. The team captain is responsible for managing the team. All communications between the team and league director are handled through the team captain.

Divisions

Tuesdays and Thursdays are separate divisions. Players may play in both divisions and are encouraged to do so. Please keep in mind that the finals will be held between both divisions. If there are common players on the opposing rosters, these players will be ineligible to play.

Membership and Eligibility

Membership in the BCAPL and ACS means you're allowed to compete in the BCAPL and ACS World Championships and BCAPL and ACS State Championships, usually in Temple, Texas. In order to compete in the 2026 World Championships, you must have completed eight matches in one season during 2025.

Fees

\$35 per player per year, including BCAPL membership and ACS membership.

\$40 per week, per team. This includes forfeits but not byes.

Annual membership fees must be paid by the fourth week of play. Please notify the league director if an extension is needed or if you've paid through a different BCAPL league. Weekly fees must be paid in full when turning in scoresheets. It is required to pay in full even if there are forfeits, regardless of which team is forfeiting. Failure to pay in full will result in a three-point bonus penalty and may impact your team's eligibility for the postseason and registration in upcoming seasons.

The league director will retain collected monies intended for prizes in a bank account, minus operating fees.

Calendar

Each season will have approximately 16 weeks for both divisions. We will be mindful of major holidays and events locally, regionally, and nationally. If play is postponed due to weather or other circumstances, team captains will coordinate with the league director to reschedule the matches.

There will also be late-season meetings for captains to go over collected money and anticipated prizes.

Playoffs and finals will always be on the first available weekend after the conclusion of the season.

Scheduling Standings and Statistics

Schedules will be posted after the first week of play. You will receive an email containing the link to review the schedule, standings, and statistics. You should check the schedule every week prior to play. The league director will send a notification of any changes.

Determining Handicaps

At the bottom of every scoresheet is a chart showing the Games Must Win (GMW) and bonus points. This is determined by subtracting the lower FargoRating from the higher one.

FargoRating	Games Must Win	Bonus Points
700 and above	10	0
650–699	9	1
600–649	8	2
550–599	7	3
500–549	6	4
450–499	5	5
400–449	4	6
Below 400	3	7

Order of Play

Captains will flip a coin. The winner of the coin flip decides which team puts up first in the first and fourth matches and which team puts up first in the second and third matches. Captains must nominate players for the third or fourth matches when a table is available.

Only One 9 or 10

There is no numerical limit, but we insist you keep the number of 9s or 10s to one per week. This means only one player with a FargoRating of 650 or higher can play on a given night. If you are short on players, the other team may agree to allow more than one.

Coaching and Time Outs

Each team is allowed **one (1) time-out per game**, with a maximum duration of **one (1) minute**.

Any communication with the shooter that can reasonably be construed as advice, strategy, shot selection, or coaching will be considered a time-out, whether or not a time-out was formally called.

Any member of the team may call a time-out. A called time-out may be rejected by either the **shooter or the coach**, in which case the time-out is not used.

During a time-out, multiple teammates may discuss the situation and offer advice; however, **only one (1) coach may approach the table or communicate directly with the shooter at the table.**

When the shooter has **ball in hand**, the coach may place the cue ball for the shooter during the time-out.

Exceeding the permitted number of time-outs is a **sportsmanship violation**. The first violation will result in a **foul**. Repeated violations may result in additional sportsmanship penalties at the discretion of league management.

Scoring

Every set is an opportunity to score a total of 10 points. To balance this, bonus points are awarded when the Games Must Win (GMW) is lower than 10. For example, if both players are playing to seven wins, three bonus points will be awarded to each player. The Ratings and Bonus Points chart also specifies the GMW and bonus point breakdown.

New Players

The league operator will assign a starter rating for all new players who do not already have a FargoRating. The starter rating will be based on all available information, including prior handicaps in other leagues and general observations. Going forward, the FargoRating should always be used.

Byes

Teams will receive 36 points for a bye.

Forfeits

Teams will receive nine points per forfeited set. If all sets are forfeited, they will receive 36 points, just like a bye. The forfeiting team will receive five points. Please keep in mind that both teams are still responsible for paying dues. Failure to pay dues will make your team ineligible for postseason play and will hinder all teammates' ability to register for future seasons in any Skinny Bob's leagues.

Lateness

If your team is going to be late, please notify the league director as soon as possible. After 20 minutes, at 7:50 p.m., if we do not receive word on when your team will be arriving, you will incur a team forfeit.

Rescheduling

If you know ahead of time that your team will need to reschedule, please email the league director at least 24 hours prior to the match to issue the postponement. The league director will coordinate with both captains to reschedule the match.

Doubling Up

In the event your team cannot have four or more players, you will be allowed to double up a player who has played in the first or second set. The opposing team will choose which player will double up and must make that choice prior to the start of the third set. No more than one double-up per night is allowed.

Season Standing Tie Breakers

In the event two teams finish the regular season tied in the standings, the following tie-breaking method will be followed:

1. Set wins
2. Head-to-head match wins
3. Head-to-head point totals, calculated as the sum of all points for all head-to-head matches
4. Most recent match win

In the event three or more teams finish the regular season tied, the same procedure as above will be followed by comparing the two teams that met first in the regular season and then proceeding to the next team.

Postseason

Each division will have the top finishers and a wildcard make the playoffs. Depending on the number of teams, standings will dictate seeding and possibly byes as well. The wildcard draw will be publicly held immediately following the last night of play, and tickets into the lottery will be determined by the final standings.

Playoffs will happen on your respective night of play. The finals, and possibly semifinals, will occur on neutral days, the following Saturday and Sunday, between both divisions.

Playoffs are **single elimination**.

Double-ups will not be permitted during the postseason.

Players must have at least five matches during the regular season to be eligible for the postseason roster.

Postseason matches cannot be rescheduled.

Postseason Matches

As is the case in the regular season, head-to-head winners are determined by total points, consisting of games won plus bonus points. In the event of a tie in total points, a fifth match will be played. In the fifth match, both teams will blindly elect a player.